

Figure 1A

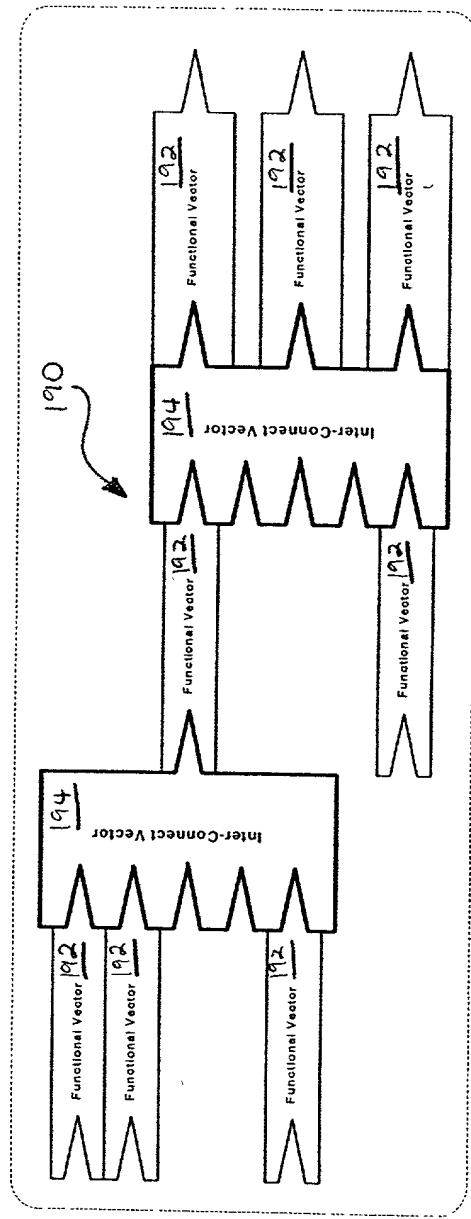


Figure 1B

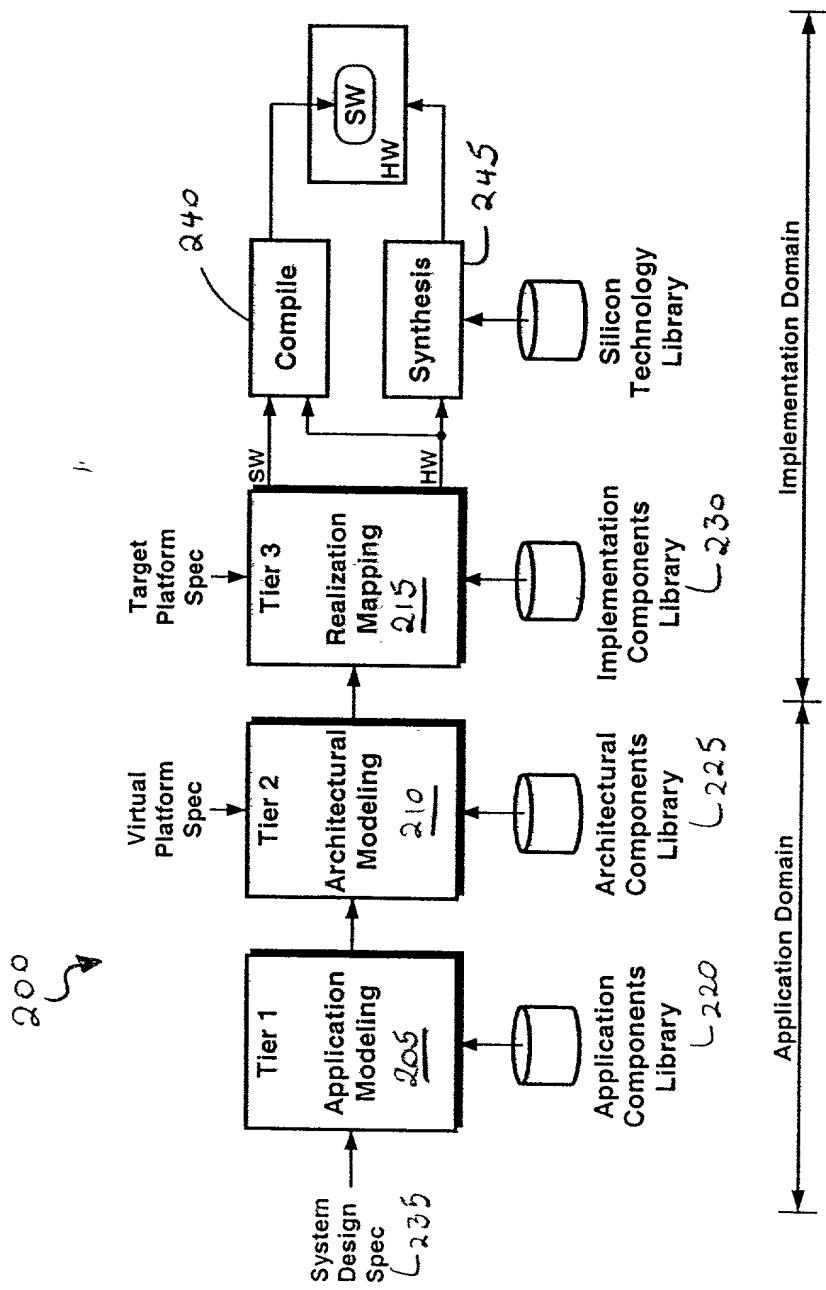


Figure 2A

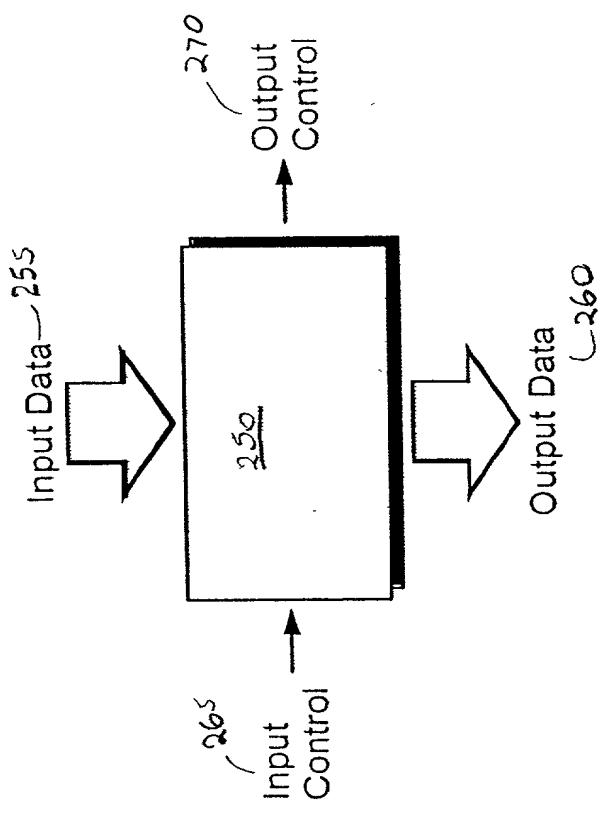


Figure 2b

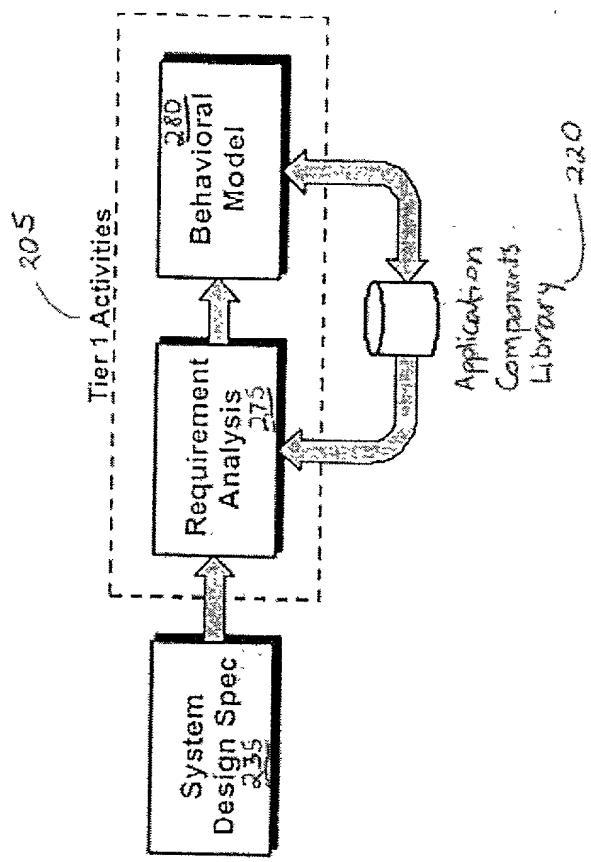


Figure 2c

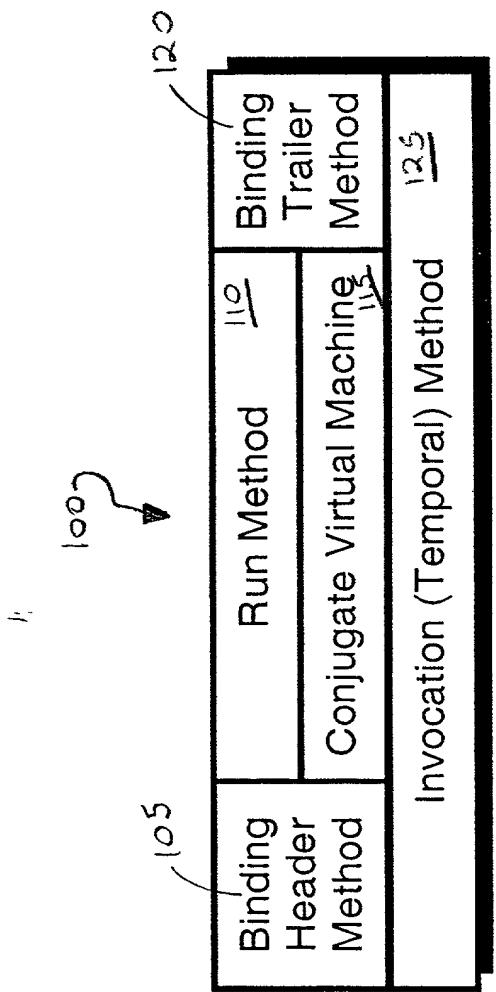


Figure 3A

130

```
/** Vector Attributes */
string vectorName; 135
string vectorType; 140
string parentAS; 145
```

Figure 3B

150

```
/** Header variables */
// Add input variable declarations
Object headerVar[]; 155
/** Trailer variables */
// Add output variable declarations
Object trailerVar[]; 160
```

Figure 3C

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```

/** Vector Constructor Method: Construct an actor with the given vector name */
public udmVectorClassName (string vectorName, udmVector inVector[], udmVector
outVector[])
{
    // Call constructor in base class
    super(vectorName, parentAS, inVector, outVector);
    // Perform any initialization that needs to be done in the constructor
}

/** This method contains the actual behavior of the vector */
private boolean vectorRun() 174
{
    // Perform the vector processing
    return true; // (or false if you want to terminate the thread)
}

/** This is the invocation method that checks to see if the vector is ready to run */
private void vectorInvocation() 176
{
    while ( !headerDataReady() ) vectorWait();
}

/** Get the header input data */
private void getHeaderInput() 178
{
    // Get input data from interconnect vector
    headerData = vectorGet();
}

/** Send the trailer output data */
private void sendTrailerOutput() 180
{
    // Send output data to the interconnect vector
    vectorSend( trailerData );
}

/** run is the method that is started by Java when the thread is started */
public void run() 182
{
    boolean runThread = true;

    // Initialize the vector
    initialize();
    while ( runThread )
    {
        // Call invocation method
        vectorInvocation();

        // Get input data
        getHeaderInput();

        // Do the processing for the vector
        runThread = vectorRun();

        // Send output data
        sendTrailerOutput();
    }

    // Perform final cleanup before vector thread exits
    wrapup();
}

```

Figure 3D

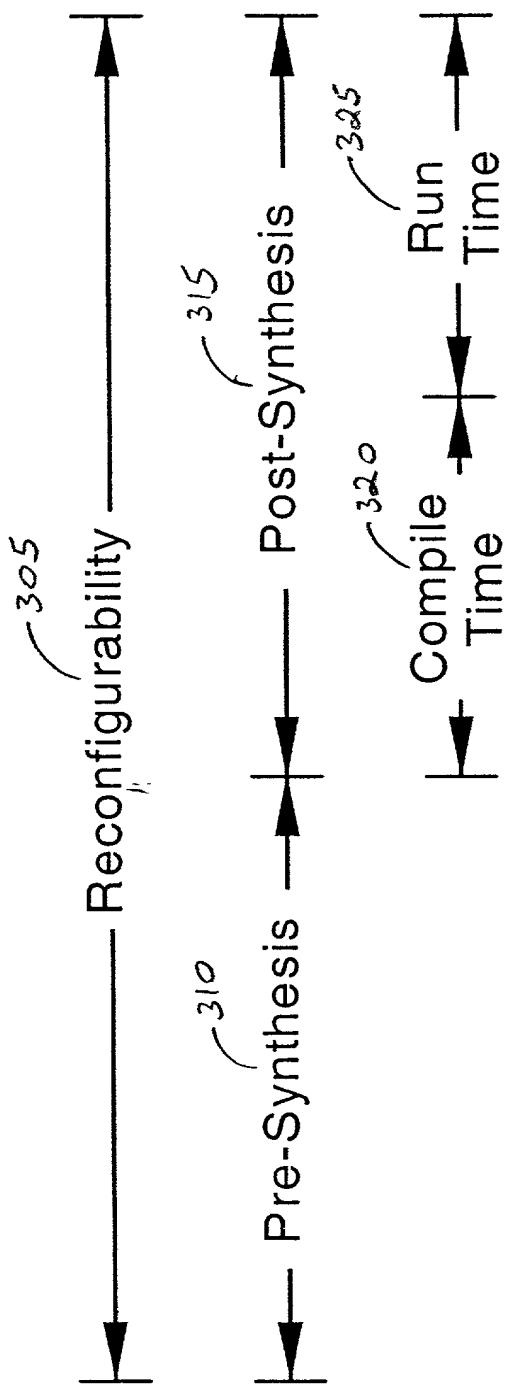


Figure 4